

Clean Copy of All Pending Claims

- 1    1. (Amended) A method of creating a graphical human-machine interface, comprising  
2       the steps of:
  - 3           (a) providing a computer using a first operating system;
  - 4           (b) providing a portable computing device in communication with the computer;  
5                 the portable computing device using a second operating system that is less  
6                 capable than the first operating system;
  - 7           (c) generating on the computer a software object that provides a graphical  
8                 human-machine interface when operating on the portable computing device;  
9                 and
  - 10          (d) transferring the software object from the computer to the portable computing  
11                 device.
- 1    2. (Amended) The method of claim 1 further comprising, after step (c), the step of  
2         simulating on the computer the operation of the software object on the portable  
3         computing device.
- 1    3. (Amended) The method of claim 1 further comprising the steps of:
  - 2                 (e) operating the software object to provide the graphical human-machine  
3                 interface on the portable computing device; and
  - 4                 (f) transmitting information between the computer and the portable computing  
5                 device.
- 1    4. (Amended) The method of claim 1 wherein the graphical human-machine interface is  
2         adapted to control at least one process parameter.
- 1    5. (Amended) The method of claim 1 wherein step (c) comprises generating on the  
2         computer the software object which is processor-independent; and wherein step (c)

3 further comprises providing a run-time engine specific to a selected processor present  
4 on the portable computing device.

1 6. The method of claim 1 wherein the second operating system is Windows CE.

1 7. The method of claim 1 wherein the portable computing device is a handheld portable  
2 computing device.

1 8. (Amended) A computer program recorded on a machine-readable medium,  
2 comprising:

3 (a) a module that operates on a computer to allow a user of the computer to  
4 generate a software object that provides a graphical human-machine interface  
5 when operating on a portable computing device, the computer using a first  
6 operating system and the portable computing device using a second operating  
7 system having less capability than the first operating system;  
8 (b) a module that operates on the computer to simulate the operation of the  
9 software object on the portable computing device; and  
10 (c) a module that operates on the computer to transfer the software object  
11 from the computer to the portable computing device.

1 9. The computer program of claim 8, further comprising:

2 a module that operates on the computer to transfer, between the computer and the  
3 portable computing device, information related to the operation of the human-  
4 machine interface.

1 10. The computer program of claim 8 wherein the graphical human-machine interface  
2 comprises a graphical human-machine interface for process control.

1       11. (Amended) The computer program of claim 8 wherein the software object comprises  
2           a processor-independent graphical human-machine interface object and a run-time  
3           engine specific to a selected processor.

1       12. The computer program of claim 8 wherein the second operating system is Windows  
2           CE.

1       13. The computer program of claim 8 wherein the portable computing device is a  
2           handheld portable computing device.

1       14. (Amended) A method of controlling a process, comprising the steps of:  
2           (a) providing a computer using a first operating system;  
3           (b) providing a portable computing device in communication with the computer, the  
4           portable computing device using a second operating system that is less capable  
5           than the first operating system;  
6           (c) providing a software object that provides a graphical human-machine interface  
7           when operating on the portable computing device, the software object generated  
8           on the computer;  
9           (d) operating the software object on the portable computing device to provide the  
10           graphical human-machine interface on the portable computing device; and  
11           (e) exchanging information between the computer and the portable computing device,  
12           so as to control at least one parameter of a process.

1       15. (Amended) The method of claim 14 wherein step (d) comprises operating the  
2           software object on the portable computing device to display both graphical  
3           information and alphanumeric information.

1       16. The method of claim 14 wherein the second operating system is Windows CE.

Applicant: Elsbree et al.  
U.S. Serial No. 09/478,775  
Filed: January 6, 2000

- 1    17. The method of claim 14 wherein the portable computing device is a handheld portable
- 2    computing device.